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GALACTIC WARS

Manual of Instructions

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In conjunction with Apple Computer Inc.

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Table of Contents

Chapter 1. Introduction.....	1
Chapter 2. Galactic Map and Spacecraft.....	2
Chapter 3. Play of the Game.....	4
Chapter 4. Game Save/Restore.....	7
Appendix A: Setting Up the Apple II System.....	8

Chapter 1. Introduction

Welcome to the galaxy of the Krillians and the Centrons. These are both alien races that have developed a complex technology over the last few centuries. The other star systems in this galaxy are primitive. During the early pioneer days they had become aware of one another's existence. The Krillians and the Centrons were not friendly from the start, but never hostile. Each race's pioneers have had minor confrontations, but both empires allowed the pioneers to explore at their own risk.

After years of frustrating skirmishes between the pioneers, a large group of Centron pioneers raided a Krillian settlement and massacred them. In retaliation, the Krillian pioneers infiltrated the Centrons' Capital and assassinated a military leader. The Centron government called for the trial of the Krillian infiltrators, which the Krillians responded to with refusal and reminded the Centrons it was they who had committed the massacre. Both governments realized they could not coexist in the same galaxy. One must be conquered. You are about to become the military commander of your respective sides and conquer your enemy.

Chapter 2. Galactic Map and Spacecraft

Galactic map:

This is an area on the screen that is used for the strategy portion of the game. The map is fourteen columns across and eight rows down. The capital star systems are: Krillians right side, fifth down; Centrons left side, fourth down. On this galactic map, battle will eventually take place.

Baseships:

These are the huge ships that carry the fighters. They can carry up to ten fighter crafts. The baseships do not participate in the battle phase, but the losing baseships are destroyed at the end of the battle. Remember the baseships are the transports for getting from one part of the galaxy to the other.

Fighter craft:

These crafts have two purposes. They are used to defend a star system by garrisoning them. They are also the ships used in the battle phase to do the fighting. They can not move from star system to star system without a baseship carrying them in their launching bay.

Star system:

These are represented on the galactic map by a star.

Capitals and their color code:

Each capital is at opposite ends of the map and has a flag to identify them. The capital flag serves three purposes. One, to mark the capitals on the galactic map. Secondly, to conceal what is in the capital. Finally, to provide a quick reference of the color codes used by the baseships and fighter craft. The top bar of the flag represents the baseship and fighter crafts together; the bottom the fighter craft only.

KRILLIANS

COLOR

top bar
bottom bar

blue
violet

baseship color code
fighter color code

CENTRONS

COLOR

top bar
bottom bar

orange
green

baseship color code
fighter color code

Chapter 3. Play of The Game

Strategy Phase

The game will first be displayed by showing the Krillians' flag, the Centrons' flag, and the galactic map. This is the introduction. To get to the game itself, press the spacebar. The galactic map will once again appear. At the bottom it will ask you whether you want a small, medium, or large start up force. Small consists of five baseships and fifty fighter crafts. Medium has ten baseships and one hundred fighter crafts. Large has twenty baseships and two hundred fighter crafts. On the keyboard press "S", "M", or "L" depending on the size of the start up force you want. Both sides start with equal amounts of baseships and fighters. This will definitely get you into the game.

After selecting your start up force, the map will be displayed. The Krillians will be the first to make all their moves. At this time the Centrons player should not be allowed to see the screen. The same for the Krillians when it is the Centrons turn. The double siren will notify you when someone's turn has been completed. The initialization of a player's turn is done by pressing the button on the control paddle.

It is during the movement phase of the game that all baseships are to be moved if you want to. You can tell where you are moving from by turning the paddle dial all the way to the left. To move in any given direction from your starting point, move the paddle slowly to the right. This shows the available star systems you can move a baseship or baseships to and the current status of that star system. Press the paddle button when you have made your selection. This will move one baseship and an equal share of the fighter crafts (up to ten) from the start star system to the chosen star system. The status of the from sector will be displayed immediately following this movement. You will be allowed to move each baseship once during a turn. If the from and to star system are the same, this tells the computer that you do not wish to move any baseships from this star system. You will not see your control color at the new star system until the next turn.

Remember, at the start of the game all baseships contain ten fighter crafts. During the progression of the game, a baseship will always leave one fighter craft behind in a star system as a garrison. If your baseship does not engage in battle, it will

still have the same number of fighter crafts as it did originally, even as it leaves garrisons behind. This is due to the replacement factor. If you have engaged in battle, your baseship will become depleted. To get more fighter crafts, all you do is move into a star system that you have passed through in some other turn. The baseships will take up to ten of the fighters and leave the remainder behind as a garrison.

The only way to relinquish control of a star system is to lose it in battle or have a battle that ends in a draw. You can always tell who controls a star system and what is in it, but you will not know the number of baseships or fighter crafts. The color codes will tell you whose baseship or fighter craft possess a star system.

Warning Never exceed 255 fighter crafts per star system. If you do, you will pay a heavy penalty. The loss of 256 fighter crafts.

After all moves have been made for that turn, the computer will begin a battle scan starting at the lower right going to the left, then up one row starting at the right going to the left, and so on until it finishes at the top left.

Battle Phase

A battle occurs when two opposing forces occupy the same star system. The game then goes to the battle phase. You will know that a battle is occurring when a white square covers the star system and a series of bells will ring. The screen will show how many baseships and fighters the Krillians and Centrons have. Press the spacebar to get into the battle. You then must use your control paddles to operate your fighter crafts.

Paddle Control Direction:

extreme left	=	turn around from current course
extreme right	=	turn around from current course
center	=	forward direction
slight left	=	upward direction
slight right	=	downward direction

During the battle phase, the paddles should be operated quickly, but never abruptly. The reason for this is the computer

is busy generating everything you see and hear on the screen. This is only while you are firing your weapons. Each hit on the displayed fighter will destroy one fighter craft. It is possible to hold or continue the battle by pressing the spacebar.

A battle is resolved by one force destroying their enemy fighters or a draw in which both sides are destroyed. The winner's baseship color will be displayed or in a draw a white flag is displayed. After all battles have been resolved, the game goes back to the strategy phase.

Replacement Rate:

For each primitive star system you possess, you will receive one new fighter craft at that star system. In addition to this, the actions you take in the capital will determine what type of replacements you will receive there. If at the end of each turn you have moved all baseships from the capital; a new baseship will be generated. If you leave one or more baseships in the capital, you will get ten new fighter crafts.

Victory Conditions:

The object of the game is to conquer your opponent's capital star system. When you enter your enemy's capital, the computer treats this like any other battle on the map. It is fought when it is found in the computer battle scan. If the attacker loses the battle, the game's victory conditions are not met and the game continues as normal. If the defender loses the battle, the computer will continue with the battle scan. If there are no more battles to be fought, at this point the winner's capital flag will be displayed. The game is now over. If both capitals come under attack on the same turn and both defenders lose the battle, the game is a draw. In either case, at this point it is possible to start a new game by pressing the space bar.

Training Mode:

The training mode is provided for your convenience to help you improve your fighting skills without having to play a strategic game. Both sides are given one hundred fighter crafts. The outcome does not effect the ongoing game. You enter the training mode by pressing the "t" key in the strategy phase. After the battle, you will return to the beginning of the turn in which you were at when you went into the training mode. Any moves made before you went into the mode will be forgotten. The training mode can only be entered during the strategy phase.

Chapter 4. Game Save/Restore

To save a game to disk, press "ESC" key during the strategy phase. It will now ask you if you want to save the current game or restore a previously saved game. Press "S" or "R" (or "ESC" if you want to return to the game). Now you will be asked for the file name. After a disk access, the computer will return to the start of the current turn if you saved a game or to the start of the saved game turn if you restored a game.

WARNING If you requested to restore a game that did not exist on the current disk, you will create a DOS error. At this point you must reboot the program disk.

Good luck and always remember, when you become victorious, that all glory is fleeting.

Through the travail of ages; it's the pomp
and toils of war. And I fought and strove
and perished; countless times upon a star.
As if through a glass and darkly; the age old
strife I see. But I fought in many guises,
many names, but always me.

George S. Patton Jr.

Appendix A

Setting up The Apple II System

This appendix includes a list of the equipment you'll need to use the programs on your Apple II. You do not need to read all the manuals, but they should be on hand to answer questions that may arise in operating the equipment (e.g., how to boot a diskette).

In order to be able to provide Special Delivery Software at a lower cost, the disks have been copy protected. This software requires an Autostart ROM, and that the Autostart ROM is the only monitor ROM in the system.

The Galactic Wars program is written in Assembly Language. To use it you'll need:

- an Apple II Plus with a minimum 32K bytes of RAM; or
- an Apple II with a minimum 32K bytes of RAM.

PLUS:

- a Video Monitor or Television (color highly recommended);
- One or More Apple Disk II's (One with Controller and 16-Sector Proms);

For reference, you should have on hand a copy of the following manuals:

- This Manual (A User's Guide to the Programs);
- an Apple II BASIC Programming Manual (Setting up the Apple II);
- a DOS Manual (How to Boot the Diskettes).

Putting the Pieces Together

Here are the steps to follow to put your system together:

- (1) To set up your Apple II, follow the instructions in the Apple II BASIC Programming Manual and you should attach the Game Controllers. Your Apple II must have at least the minimum amount of memory listed under the equipment description for you to use the programs.
- (2) If you already have a Disk Operating System, and are using a version of DOS that runs in 13 sectors (DOS 3.2.1 or earlier), you will need to change two proms on your disk controller card to update your system to 16 sectors. Any version of DOS earlier than release 3.3 will need to be updated. These proms are also the same proms that come with the Pascal Language System. Consult a DOS 3.3 manual for these procedures.

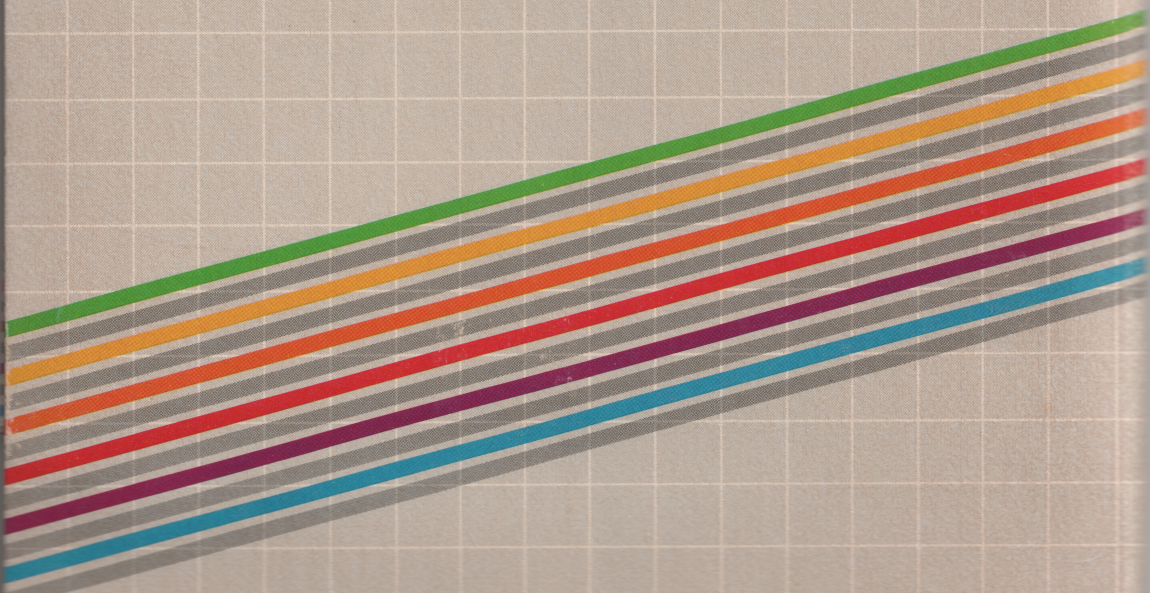


GALACTIC WARS

C2H0003 MASTER

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